

10/593981

LAPS Rec'd PCT/PTO 22 SEP 2006

WHAT IS CLAIMED IS:

1. (Amended) A game apparatus, comprising:

a first display portion,

a second display portion,

5 a storage means for storing data to display a game image,

an input means for instructing an arbitrary position in said second display portion,

a coordinates detecting means for detecting coordinates data corresponding to a position instructed by said input means,

10 an operational object determining means for determining whether or not a first game image displayed on said first display portion becomes an object to be operated on the basis of the coordinates data detected by said coordinates detecting means, and

an image display controlling means for switching between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying them on said
15 second display portion and said first display portion when it is determined that said first game image becomes an object to be operated by said operational object determining means.

2. A game apparatus according to claim 1 further comprising a game processing means for performing a game process on said game image displayed on said second
20 display portion on the basis of the coordinates data detected by said coordinates detecting means.

3. (Amended) A game apparatus, comprising:

a first display portion,

a second display portion,

25 a storage means for storing data to display a game image,

an input means for instructing an arbitrary position in said second display portion,
a coordinates detecting means for detecting coordinates data corresponding to a
position instructed by said input means,

5 a movement instructing means for instructing a movement of said game image
between said first display portion and said second display portion,

a movement instruction detecting means for detecting movement instructing data
from said movement instructing means,

10 an operational object determining means for determining whether or not a first
game image displayed on said first display portion becomes an object to be operated on
the basis of the movement instructing data detected by said movement instruction
detecting means,

15 an image display controlling means for switching between said first game image
which is being displayed on said first display portion and a second game image which is
being displayed on said second display portion, and respectively displaying them on said
second display portion and said first display portion when it is determined that said first
game image becomes an object to be operated by said operational object determining
means, and

20 a game processing means for performing a game process on said game image
displayed on said second display portion on the basis of the coordinates data detected by
said coordinates detecting means.

4. (Canceled)

5. (Amended) A game apparatus according to any one of claims 1 to 3, wherein
said operational object determining means further determines whether or not said first
game image displayed on said second display portion by said image display controlling
25 means does not become an object to be operated, and

said image display controlling means displays said first game image on said first display portion when it is determined that said first game image displayed on said second display portion does not become an object to be operated by said operational object determining means.

5 6. A game apparatus according to claim 5, wherein

said game processing means changes said first game image displayed on said second display portion by said image display controlling means on the basis of the coordinates data detected by said coordinates detecting means, and

10 said image display controlling means displays said first game image changed by said game processing means on said first display portion when it is determined that said first game image does not become an object to be operated by said operational object determining means.

7. (Amended) A game apparatus according to claim 5 or 6, wherein

15 said operational object determining means includes a condition determining means for determining whether or not a predetermined condition is satisfied in a state that said first game image is being displayed on said second display portion, and by determining that the predetermined condition is satisfied by said condition determining means, determines that said first game image does not become an object to be operated,

20 said image display controlling means displays said first game image displayed on said second display portion on said first display portion and displays said second game image displayed on said first display portion on said second display portion when it is determined that said first game image does not become an object to be operated by said operational object determining means.

25 8. (Amended) A game apparatus according to any one of claims 1 to 3, or 5 to 7, wherein

said storage means stores data to display a game image including a plurality of figures,

said operational object determining means includes a selected figure determining means for determining whether or not any one of figure out of said plurality of figures of the second game image displayed on said second display portion is selected on the basis of the coordinates data detected by said coordinates detecting means, and by determining that said figure is selected by said selected figure determining means, determines that said first game image displayed on said first display portion becomes an object to be operated,

said image display controlling means displays said first game image displayed on said first display portion on said second display portion and displays said second game image displayed on said second display portion on said first display portion when it is determined that said first game image becomes an object to be operated by said operational object determining means.

9. A game apparatus according to claim 8, wherein said image display controlling means displays on said first display portion a third game image obtained by changing said second game image in such a manner as to exclude the selected figure from said second game image displayed on second display portion and displays said first game image displayed on said first display portion and said selected figure on said second display portion when it is determined that said first game image becomes an object to be operated by said operational object determining means.

10. A game apparatus according to claim 9, wherein said operational object determining means includes a figure arrangement position determining means for determining whether or not said selected figure is arranged in a predetermined position in said first game image on the basis of the coordinates data detected by said coordinates detecting means after said first game image is displayed on said second display portion by

said image display controlling means, and by determining that said selected figure is arranged in the predetermined position by said figure arrangement position determining means, determines that said first game image does not become an object to be operated, and

5 said image display controlling means displays on said first display portion a fourth game image changed in such a manner as to arrange said selected figure in the predetermined position of said first game image, and displays said third game image displayed on said first display portion on said second display portion when it is determined that said first game image does not become an object to be operated by said
10 operational object determining means.

11. (Amended) A game apparatus according to any one of claims 1 to 3, 5, or 6, wherein said storage means stores data to display a first game image including a plurality of game characters and data to display a second game image including a plurality of selected figures to select each of said plurality of game characters,

15 said operational object determining means includes a selected figure determining means for determining whether or not any of said plurality of selected figures displayed on said second display portion is selected on the basis of the coordinates data detected by said coordinates detecting means, and by determining that any of said plurality of selected figures is selected by said selected figure determining means, determines that said game
20 character corresponding to said selected figure out of said plurality of game characters displayed on said first display portion becomes an object to be operated, and

 said image display controlling means displays said game character which is determined to become an object to be operated by said operational object determining means in such manner as to move to said second display portion.

25 12. A game apparatus according to claim 11, wherein said operational object

determining means includes a condition determining means for determining whether or not a predetermined condition is satisfied in a state that said game character is being displayed on said second display portion by said image display controlling means, and by determining that said predetermined condition is satisfied by said condition determining means, determines that said game character displayed on said second display portion does not become an object to be operated, and

said image display controlling means displays said game character in such a manner as to move to said first display portion when said game character displayed on said second display portion does not become an object to be operated by said operational object determining means.

13. A game apparatus according to claim 12, further comprising

a parameter storing means for storing parameter data indicative of a parameter of each of said plurality of game characters,

a parameter display means for displaying said parameter on any one of said first display portion and said second display portion on the basis of the parameter data stored in said parameter storing means and

a parameter changing means for changing the parameter displayed by said parameter display means on the basis of the coordinates data detected by said coordinates detecting means, wherein

said image display controlling means displays said game character changed on the basis of the coordinates data detected by said coordinates detecting means in such a manner as to move to said first display portion when it is determined that said game character displayed on said second display portion does not become an object to be operated by said operational object determining means.

14. A game apparatus according to any of claims 7, 12 or 13, wherein said

predetermined condition includes absence of detection of said coordinates data for a fixed period of time.

15. A game apparatus according to any of claims 7, 12 or 13, further comprising a selected area storing means for storing data to display a selected area to instruct
5 returning said first game image displayed on said second display portion to said first display portion, wherein

said image display controlling means displays said selected area on said second display portion when said first game image is displayed on said second display portion, and

10 said predetermined condition includes the coordinates data detected by said coordinates detecting means indicates a display position of said selected area.

16. A game apparatus according to claim 15, wherein said image display controlling means erases said selected area displayed on said second display portion when it is determined that said first game image does not become an object to be operated
15 by said operational object determining means.

17. A game apparatus according to claim 8, wherein said figure includes a game character or icon.

18. A game apparatus according to any one of claims 1 to 17, wherein said input means is a touch panel set on said second display portion.

20 19. (Amended) A game program of a game apparatus having a first display portion, a second display portion, a storage means for storing data to display a game image, and an input means for instructing an arbitrary position in said second display portion,

causing a processor of said game apparatus to execute

25 a coordinates detecting step for detecting coordinates data corresponding to a

position instructed by said input means,

an operational object determining step for determining whether or not a first game image displayed on said first display portion becomes an object to be operated on the basis of the coordinates data detected by said coordinates detecting step, and

5 an image display controlling step for switching between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying them on said second display portion and said first display portion when it is determined that said first game image becomes an object to be operated by said operational object determining
10 step.

20. (Amended) A storage medium storing game program of a game apparatus having a first display portion, a second display portion, a storage means for storing data to display a game image, and an input means for instructing an arbitrary position in said second display portion, wherein

15 said game program causes a processor of said game apparatus to execute a coordinates detecting step for detecting coordinates data corresponding to a position instructed by said input means,

an operational object determining step for determining whether or not a first game image displayed on said first display portion becomes an object to be operated on the
20 basis of the coordinates data detected by said coordinates detecting step, and

an image display controlling step for switching between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying them on said second display portion and said first display portion when it is determined that said first
25 game image becomes an object to be operated by said operational object determining

step.

21. (Amended) A game control method of a game apparatus having a first display portion, a second display portion, a storage means for storing data to display a game image, and an input means for instructing an arbitrary position in said second display portion, including:

a coordinates detecting step for detecting coordinates data corresponding to a position instructed by said input means,

an operational object determining step for determining whether or not a first game image displayed on said first display portion becomes an object to be operated on the basis of the coordinates data detected by said coordinates detecting step, and

an image display controlling step for switching between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying them on said second display portion and said first display portion when it is determined that said first game image becomes an object to be operated by said operational object determining step.

22. (Amended) A game program of a game apparatus having a first display portion, a second display portion, a storage means for storing data to display a game image, and an input means for instructing an arbitrary position in said second display portion, and a movement instructing means for instructing a movement of said game image between said first display portion and said second display portion,

causing a processor of said game apparatus to execute

a movement instruction detecting step for detecting movement instructing data from said movement instructing means,

an operational object determining step for determining whether or not a first game

image displayed on said first display portion becomes an object to be operated on the basis of the movement instructing data detected by said movement instruction detecting step,

an image display controlling step for switching between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying them on said second display portion and said first display portion when it is determined that said first game image becomes an object to be operated by said operational object determining step,

a coordinates detecting step for detecting coordinates data corresponding to the position instructed by said input means, and

a game processing step for performing a game process on said game image displayed on said second display portion on the basis of the coordinates data detected by said coordinates detecting step.

23. (Amended) A storage medium storing game program of a game apparatus having a first display portion, a second display portion, a storage means for storing data to display a game image, an input means for instructing an arbitrary position in said second display portion, and a movement instructing means for instructing a movement of said game image between said first display portion and said second display portion, wherein

said game program causes a processor of said game apparatus to execute

a movement instruction detecting step for detecting movement instructing data from said movement instructing means,

an operational object determining step for determining whether or not a first game image displayed on said first display portion becomes an object to be operated on the basis of the movement instructing data detected by said movement instruction detecting

step,

an image display controlling step for switching between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying them on said second display portion and said first display portion when it is determined that said first game image becomes an object to be operated by said operational object determining step,

a coordinates detecting step for detecting coordinates data corresponding to the position instructed by said input means, and

a game processing step for performing a game process on said game image displayed on said second display portion on the basis of the coordinates data detected by said coordinates detecting step.

24. (Amended) A game control method of a game apparatus having a first display portion, a second display portion, a storage means for storing data to display a game image, an input means for instructing an arbitrary position in said second display portion, and a movement instructing means for instructing a movement of said game image between said first display portion and said second display portion, including:

a movement instruction detecting step for detecting movement instructing data from said movement instructing means,

an operational object determining step for determining whether or not a first game image displayed on said first display portion becomes an object to be operated on the basis of the movement instructing data detected by said movement instruction detecting step,

an image display controlling step for switching between said first game image which is being displayed on said first display portion and a second game image which is

being displayed on said second display portion, and respectively displaying them on said second display portion and said first display portion when it is determined that said first game image becomes an object to be operated by said operational object determining step,

5 a coordinates detecting step for detecting coordinates data corresponding to the position instructed by said input means, and

 a game processing step for performing a game process on said game image displayed on said second display portion on the basis of the coordinates data detected by said coordinates detecting step.

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